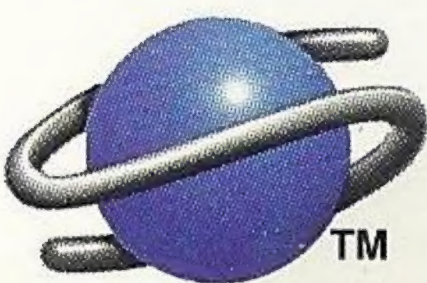


SEGA™

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SEGA SATURN

# VIRTUAL HYDLIDE™



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FOR PLAY ON THE SEGA SATURN™ SYSTEM.

T-14401H





The Sega Saturn disc is intended for use exclusively with the Sega Saturn™ system.

Do not bend it, crush it, or submerge it in liquids.

Do not leave it in direct sunlight or near a radiator or other source of heat.

Be sure to take an occasional recess during extended play, to rest yourself and the Sega Saturn compact disc.

Keep your Sega Saturn compact disc clean. Always hold by the edges and keep it in its case when not in use. Clean with a lint-free, soft dry cloth—wiping in straight lines from center to edge. Never use solvents or abrasive cleaners.

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## THE HYDLIDE LEGEND / PROLOGUE

Many souls are born blessed to enjoy life in the world of fantasy — the Dream World. Surrounded by a warm glow, this ideal world is a garden paradise, full of green trees and colorful flowers. Fluttering about this garden are small winged creatures we call, Fairies.

Everyone thought this paradise would go on forever until one day total darkness fell upon the Dream World. Then as suddenly as the darkness came, the evil Prince of Darkness, Varis, appeared. Prince Varis was determined to seal off the Dream World's source of power <Crystal Energy>, and thus, sent his evil Black Knights to assassinate the guardian of the <Crystal Energy>, Princess Anne.

To save her world, Princess Anne fought off the overwhelming troops of Black Knights for as long as she could, but even she was not powerful enough to defeat them. Desperate to save their Princess, the Elder Fairy risked his own life and used the <Transformation Spell> as a last resort effort to save Princess Anne. In an instant, Princess Anne was transformed into 3 different fairies and disappeared into the empty sky above...





## UNIQUE FEATURES OF VIRTUAL HYDLIDE

- **Virtual Hydride is a Perfect 3-D Reproduction of the Original**

The hit title HYDLIDE is back again, only this time in 3-D! Even the monsters and the different worlds from the original are all back. From the angle of the lighting to the player's point of view to the realistic sounds, gamers alike will appreciate the realism of this title!

- **Combination of Real Images and Computer Graphics to Create Realistic Worlds**

The geographical features, the texture mapping, and the monsters that prowl the surface were rendered using real time calculations and high performance work stations. To create the main character, images of a real person were taken in a studio to produce realistic movements throughout the game.

- **Experience a New Adventure Every Time**

A first for 3-D type games, VIRTUAL HYDLIDE contains a "World Create" function that allows players to experience a new world each time a new game is started. With over 40 billion combinations it's almost impossible to play the same game twice. However, for those who do want to play the same game again, just enter the code for that particular game. Plus, two or more people can play the same world by simply entering an identical code!

- **High Scoring**

To make the game more enjoyable, a scoring system is now in place. Scoring will depend on several different factors: Time taken to finish the game, the amount of gold pieces collected, the number of stages cleared, the degree of difficulty, and how the game ended. Challenge your friends and see who can make the High Score Hall of Fame!



# THE CONTROLS

## **LR Button**

Press to walk sideways Left/Right.

Flip through pages of Items displayed in the Inventory Window.

## **Directional Pad (D-Pad)**

Move Forward/Back or Left/Right.

Move cursor to select or change items.

## **Start Button**

Press to begin the game.

Press to pause the game.

To change the button configurations, please refer to the chapter titled Various Settings in this manual under the Controls section. The button controls in this manual refer to the preset configurations.

## **Z Button**

Open Inventory Window.

Press Z Button once more to return to game.

## **Y Button**

Press to bring up the Auto Map Screen.

Press Y Button once more to return to game.



### **X Button**

Depending on the situation, the following can be done:

- |                           |                             |
|---------------------------|-----------------------------|
| (1) Run                   | (5) Pick up items           |
| (2) Turn around quickly   | (6) Flip a switch           |
| (3) Read a sign           | (7) Investigate walls       |
| (4) Open a treasure chest | (8) Other various movements |

Rearrange Items in the Inventory Window

### **C Button**

Press for swift but less powerful attacks.

Press to carry out a function.

Switch the enlargement rates of the Auto Map.

### **B Button**

Press for powerful but slower attacks.

Press to cancel a function.

### **A Button**

Press to defend against attacks.

Press to carry out a function.

### **B + C Button**

Press for special attacks.





## QUICK START

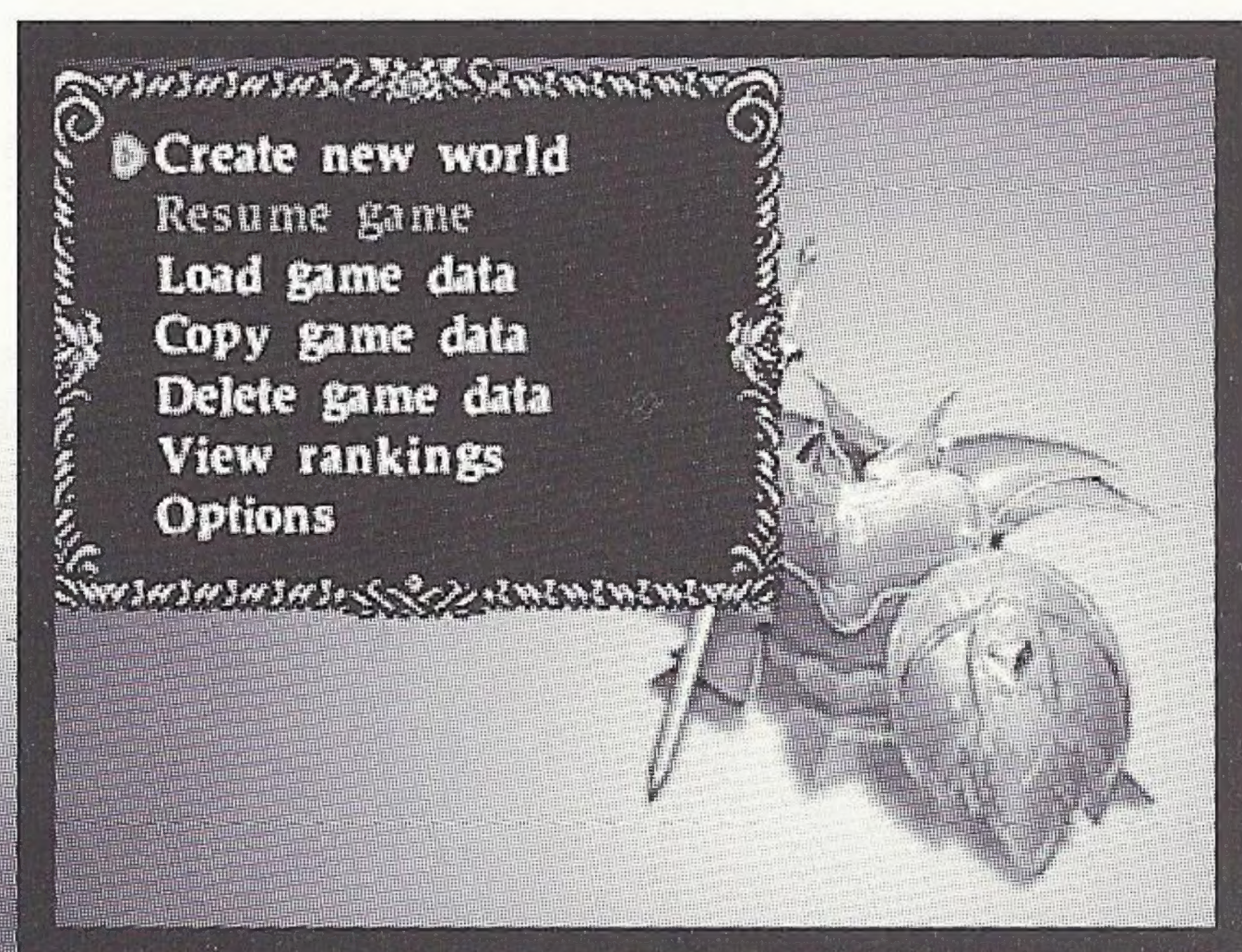
To begin the game, insert the Virtual Hydlide CD into your Sega Saturn and turn on the power. Press START Button when [PRESS START BUTTON] appears on the opening logo and the Start Up Window will be displayed.



### 1) Start Up Window

To begin a new game, select [Create New World]. To return to a game that was previously interrupted, select [Resume Game]. To continue from a point where you last saved, please select [Load Game Data]. If [Resume Game] is chosen, the data from the game that was previously interrupted will be erased from that point on and new information will replace old information. Selecting [Load Game Data] retains your time and score. This lets you restart from exactly the same point as many times as you like (unless you save new data over old).

Begin by selecting [Create New World], then select [Create World Randomly]. Your character will now be standing in the middle of a open plain.



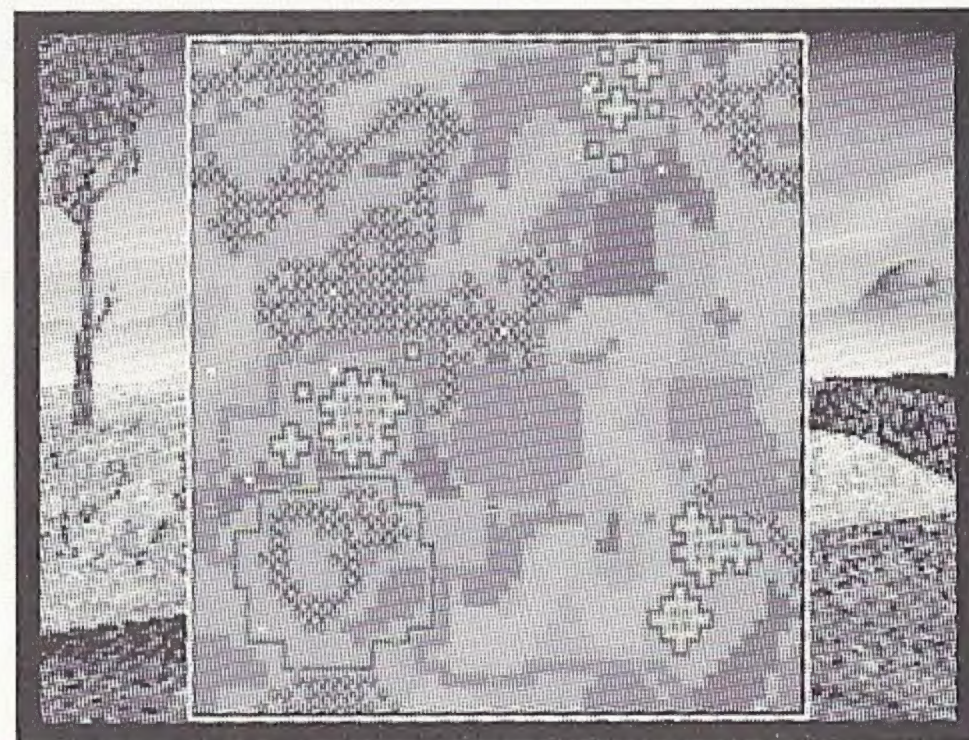


## 2) Starting the Game



Use the compass displayed in the lower right corner of the screen as a guide. The red arrow indicates the current direction you are facing and the blue line indicates the direction of the area you need to go to next. Use the compass and head towards the first area!

To check your surroundings in detail, press the Y Button. With the map displayed, you may also change the direction you are currently facing.



## 3) Battle Action

Should you run into a monster, you may either choose to fight or escape.

This monster doesn't appear to be too strong, so let's stand and fight. Press the C Button to attack. At first it may take a while to stand ready, but once ready it is possible for your character to perform continuous attacks. Defeat the monster and move on.





#### 4) Resting

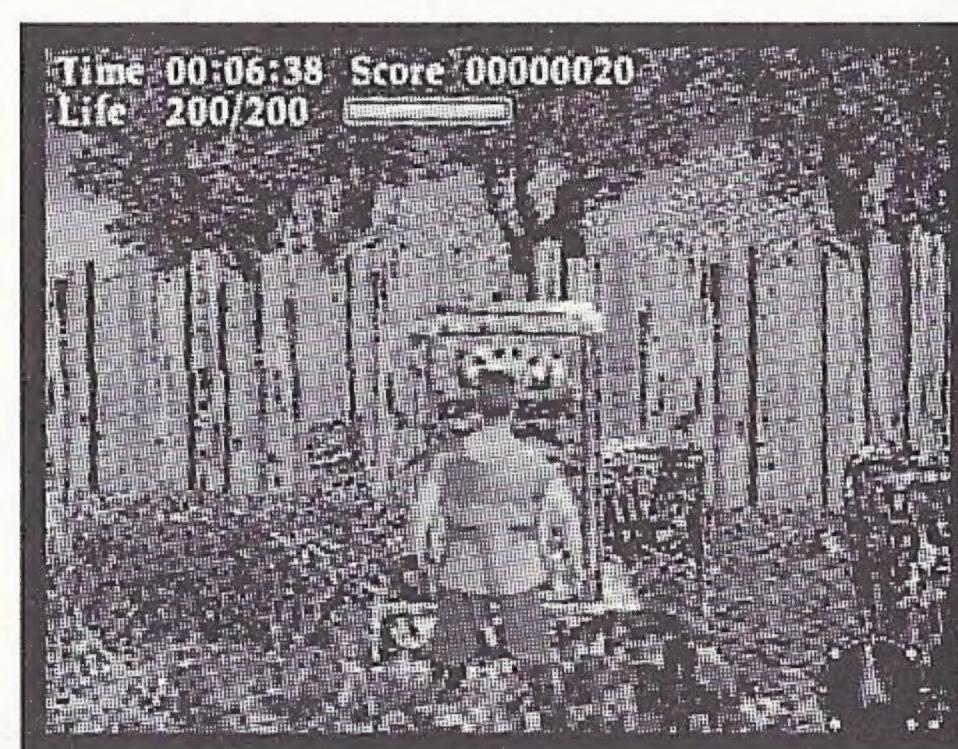
If your character has taken a lot of hits, find a safe spot and stand still to let your HP recover. Your character will stand there with his arms folded. If you are in a fighting stance (ready), press X to stand down before resting. If you move, you will not recover your HP. **STAND ABSOLUTELY STILL!**



#### 5) Arriving at Your Destination

Follow the compass and you will come upon a cemetery. There should be something hidden here. Fight off the zombies closing in on you and search the perimeter. You will find a strange tombstone. . .

To investigate, stand in front of the tombstone and press the X Button. Suddenly, the tombstone comes crashing down and you find an Item of great importance! Now the adventure begins!





## STARTING THE GAME

Insert the Virtual Hydlide CD into your Sega Saturn and turn on the power. Press START Button when [PRESS START BUTTON] appears on the opening logo and the Start Up Window will be displayed.

### Begin New Adventure

To begin a new game select either [Create World Randomly] or [Create World with Code].

**(1) Create World Randomly**

A completely new world will randomly be created.

**(2) Create World with Code**

During game play, a code is displayed on the Inventory Window and View Ranking screens. Input this code to reproduce the same world you were previously playing. This feature comes in handy when competing against a friend in the same world.



## **Resume Game**

If you select [Game Quit] during game play, you may continue the game by selecting [Resume Game]. Your game time and score will not be affected. However, this is not saved data so there is no returning to the exact same place twice.

## **Load Game Data**

If you saved a game during game play, you can return to the point where you last saved by selecting [Saved Game]. Your score and time will begin from where you left off.

## **Copy Game Data**

Use to copy saved data to another position. However, you can only copy saved data to another position that is open. If there are no open positions to copy data to, you must first erase data from a position.

## **Delete Game Data**

Use to erase unwanted saved data. Be careful not to erase a game by mistake!

## **View Rankings**

The top 10 scores will be displayed as well as the codes for the different worlds. To play a world displayed here, please input the code at the Game Start Screen.

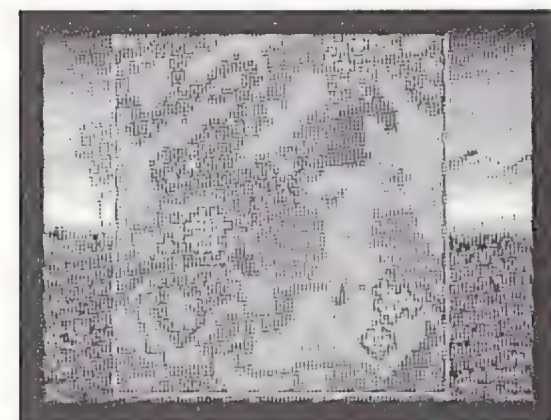


# GAME SCREENS

## 1) Difficulty - Select from the three choices below:

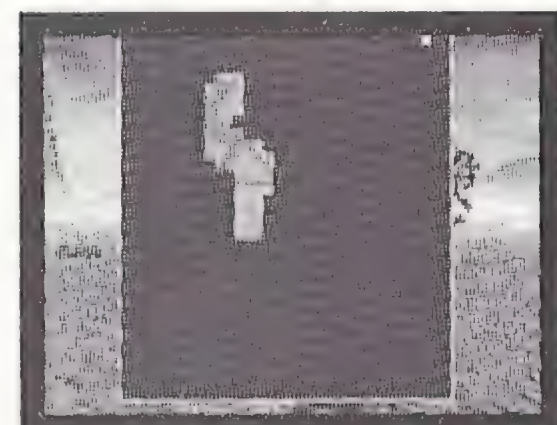
### BEGINNER

The complete auto map will be displayed as well as the indicator that directs you to your next destination. The compass also displays the direction of your next destination and the direction you are currently facing.



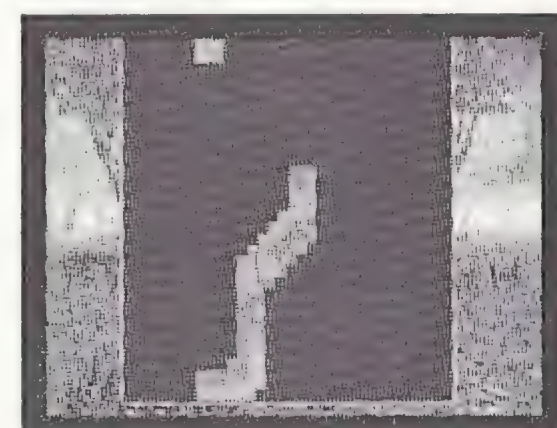
### INTERMEDIATE

An incomplete auto map will be displayed as well as the indicator that directs you to your next destination. The compass also displays the direction of your next destination and the direction you are currently facing.



### EXPERT

An incomplete auto map will be displayed and unless you are nearby, nothing will be displayed indicating your next destination. The compass will display the direction you are currently facing.



## 2) Controls

To change the button configuration of the 8 buttons used in this game, select the item above and press the option button. For instance, select Attack 1 from the items above and press C Button. Attack 1 will be set as C Button and Attack 2 will be set as B Button. Also, there are 2 default settings for your convenience. Select either layout A or B.

## 3) Screen

To adjust the brightness and color of the screen, select Screen and use the Directional Pad to move the cursor left/right across the color bar that is displayed. Press any button to return to normal.

## 4) Audio

Use this function to adjust the volume of the BGM or sound effects, switch between Stereo/Monaural or to run the sound test.

To adjust the volume, move the cursor left/right with the Directional Pad. To switch between Stereo/Monaural, use either the Directional Pad or the A or C Button. To listen to the BGM or sound effects of this game, select the BGM or sound effect of your choice with the Directional Pad and press either the A or C Button.



# SCREEN GUIDE

## Screen Description

- (1) Your Character
- (2) Real Time
- (3) Score
- (4) Current Condition Indicator
- (5) Your HP
- (6) Your Strength Meter
- (7) Monster's Name
- (8) Monster's HP Meter
- (9) Compass



## Current Condition Indicators

Items Overweight



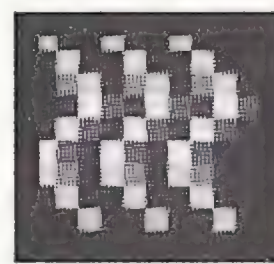
Cursed



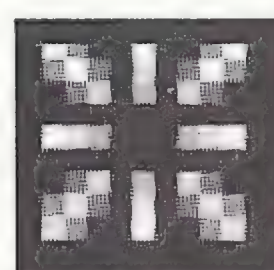
Poisoned



Paralyzed



Panic-Stricken

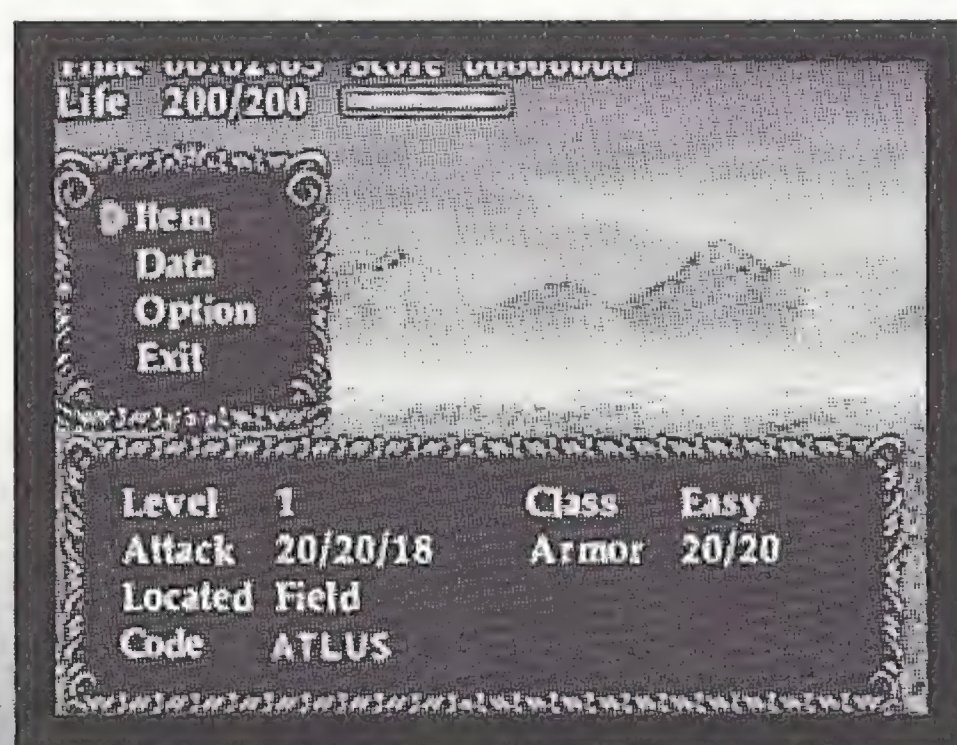




## INVENTORY WINDOW

Press Z Button during game play to access this mode. Use Inventory Window to check your Items and Equipment and their uses, check your current game settings, and to save your game.

- (1) **Class** - Displays your current level. Your level depends on your progress through the game.
- (2) **Degree** - Displays your current degree of difficulty.
- (3) **Attack** - Displays your current level of attack. From the left, Weak Attack (C Button), Strong Attack (B Button), and Special Attack (C + B Button). Attacking power will depend on the kind of armor, weapons and magical items currently in your possession.
- (4) **Armor** - Displays your current level of defense. The number on the left is your shielding ability (A Button) and the number on the right is your normal defense ability. Defense power will depend on the kind of armor and weapons currently in your possession.
- (5) **Located** - Displays the name of your current location.
- (6) **Code** - Displays the code for your current adventure. Use this code to return to the same map you are currently playing.





# ITEM SCREEN

All Items obtained during game play can be checked, used and equipped here in this mode.

(1)Item Display

(2)Item Name

(3)Item Weight

(4)Item Status

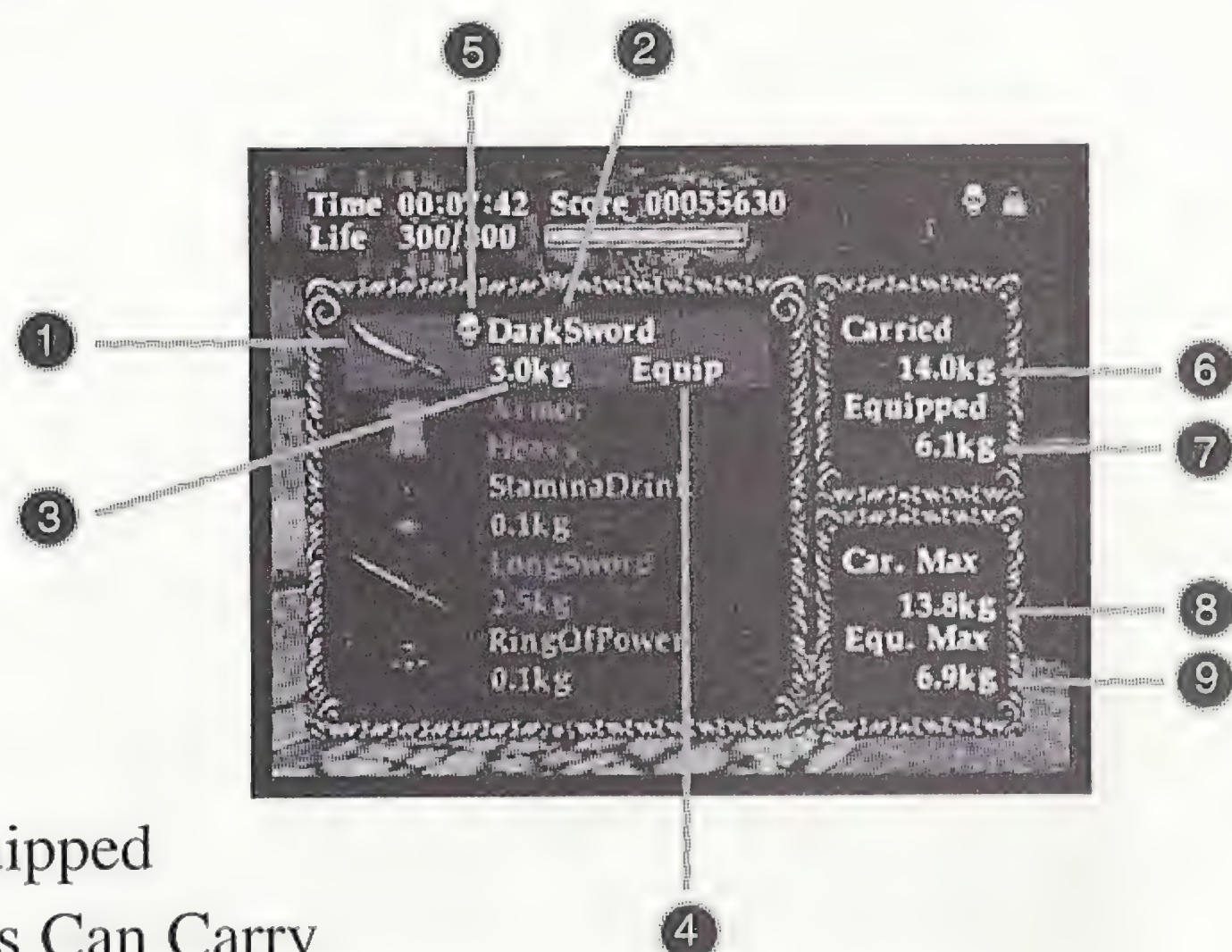
(5)Item Cursed?

(6)Total Weight of Items

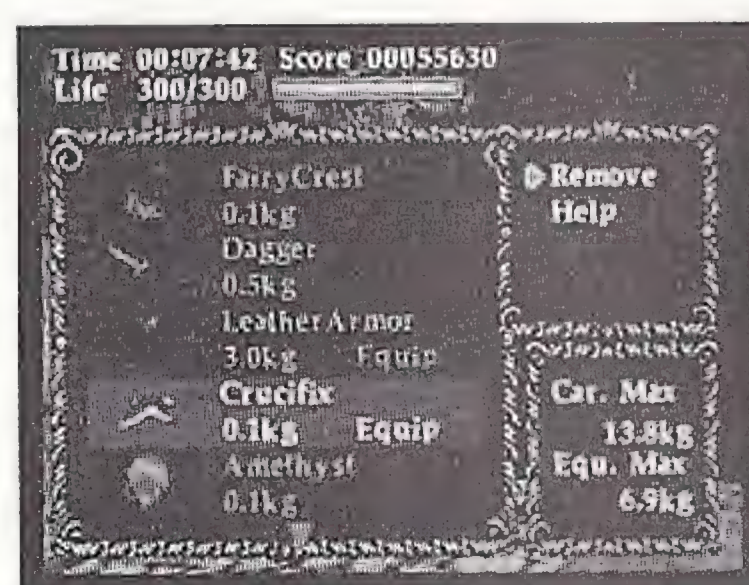
(7)Total Weight of Items Equipped

(8)Maximum Weight of Items Can Carry

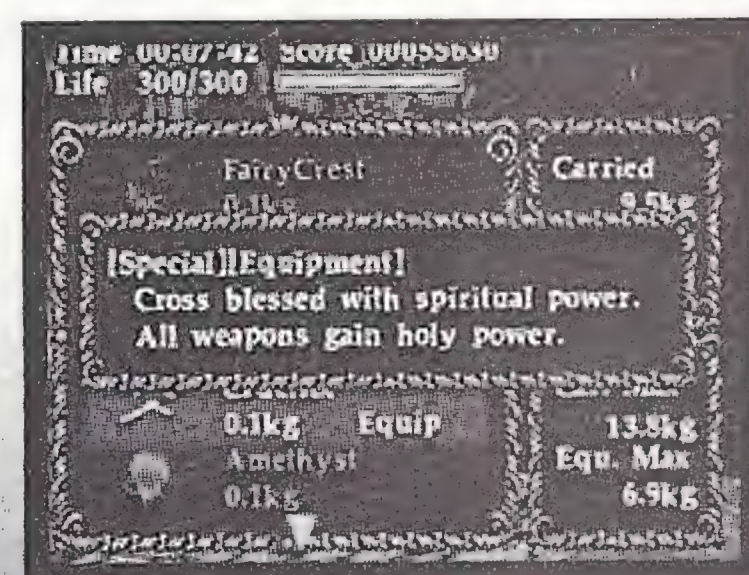
(9)Maximum Weight of Items Can Equip



To select an Item, use the Directional Pad to scroll through the list and press the A or C Button to select. To flip through the Items pages, press the Directional Pad left/right or use the LR Buttons. Once an Item is selected, you will be asked what you would like to do with that particular Item.



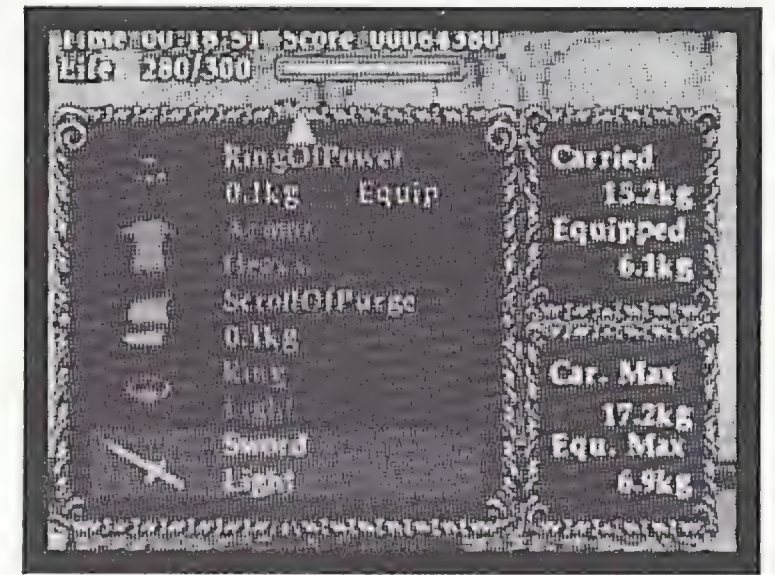
Select [Description] for a brief explanation of the Item selected. Check here for the classification of the Item. For Beginner's Mode, red circles will show the number of times the Item can be used.





## Unknown Items

To find out the function of a new Item currently in your possession, you will need to try it out first. The only information you will receive are the general classification and weight. Try using the Item and it will receive the proper classification and the name of the Item will appear the next time around.



## Item Weight

Weight plays an important role in this game. All Items except gold pieces have weight. Thus, how much your character can carry will depend on his physical strength. If you exceed the maximum amount of weight you can carry, the speed of your character will be affected dramatically. Discard any useless Items to avoid this.

## Equip

Weight is again crucial when equipping yourself. The total weight of all weapons, armor and shields must not exceed the maximum amount of weight your character is physically able to carry around. Select carefully to maximize the effect of your equipment without exceeding your weight limit.

## Save\*

Save your game frequently. This prevents losing new achievements and treasures you gain. This also saves you from starting over from a saved area you left long ago...

### (1) Saving a Game in Progress

Save your current game.

### (2) Loading a Game

Load game data that was previously saved and return to the same area where you last saved. You will retain your time and score from where you left off.

### (3) Game Quit

Quit your current game. To return to the same game, select [Resume Game] and you will return to the exact same game prior to quitting.

\* To save data, *Virtual Hydlide* needs an open block of 288 bytes.

## Set Up

Set up has the same functions as the Start Up Window with the exception of the Degree of Difficulty setting and the Sound Test function.

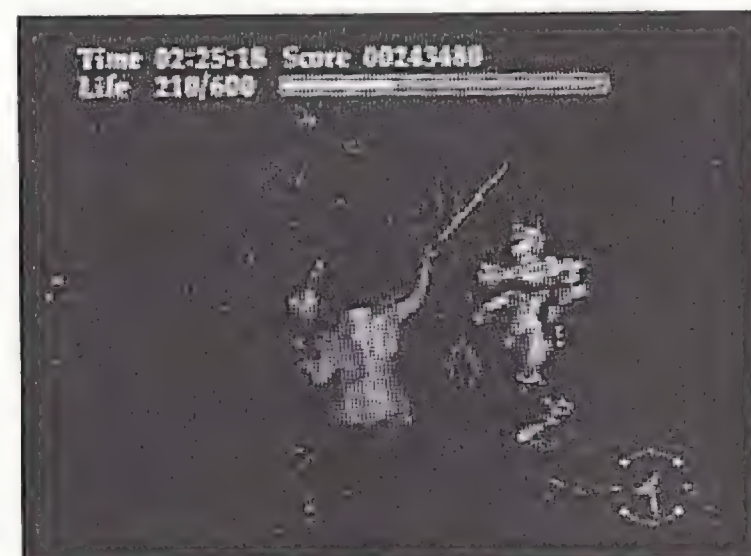


## BATTLE ACTION

Your character has three (3) attacks he can use: Fast but weak attack, slow but powerful attack, and Special Attacks that differ depending on the Items you equip yourself with.

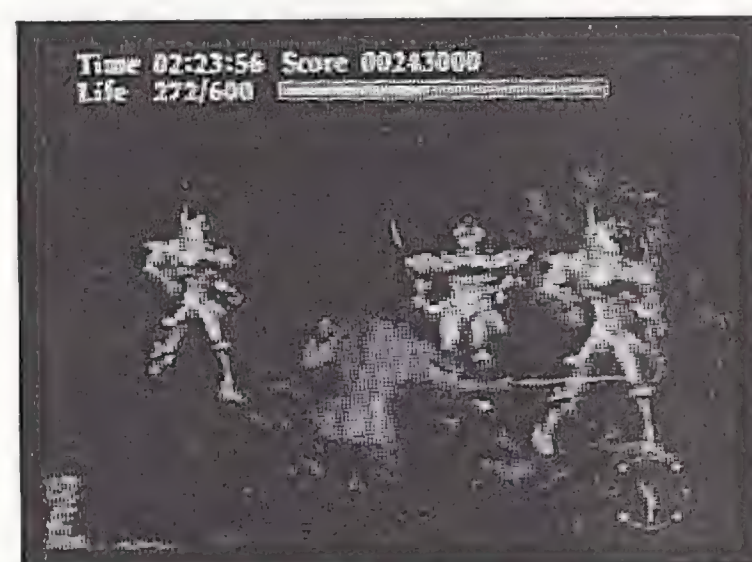
### Fast but Weak Attack

Press C Button for a swift attack that will not do much damage to your enemy. This attack is excellent as a rapid fire attack as well as to threaten enemies. Also use this attack when you would like to get in the first attack.



### Powerful but Slow Attack

Press B Button for a more powerful attack that will cause more damage to your enemies. Your attack range is also wider, however, there will be a slight delay in between these attacks and your enemy may get a chance to attack you.



### Special Attack

Press both the B and C Buttons at the same time for a Special Attack. The type of attack that appears depends on the weapons you have currently equipped yourself with. These attacks may also require different techniques to be used effectively.

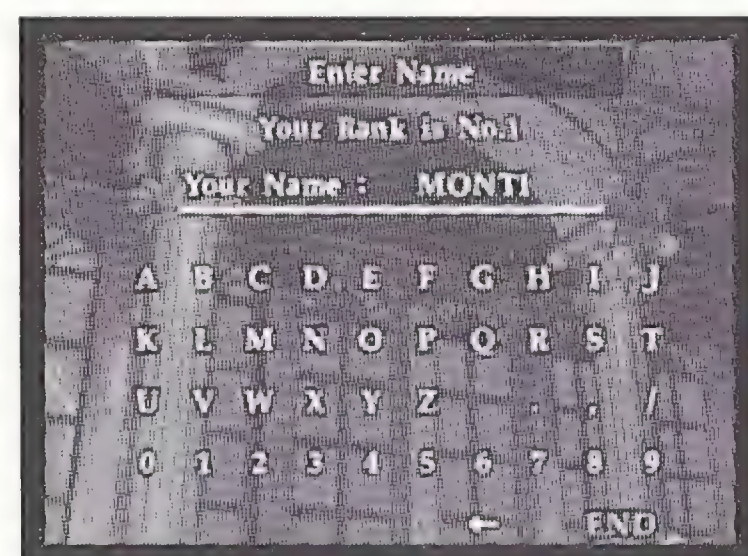




## GAME OVER

When your HP [LIFE] meter reaches zero, game is over. If you have a high ranking score, REGISTER NAME will appear.

When inputting your name, the maximum number of letters you may use will depend on the width of the letters, not on the number of letters used. For example, if using a wide letter such as “W”, the maximum number you may enter will be 6 letters. However, if you are using “I” or “.” you may enter a total of 20.



If game is over, you will be asked if you would like to continue your same game.

Select [Continue] to continue your current game and you will start from the entrance of the last area before Game Over. Your character will be fully recovered from any poison, paralysis, panic, HP, but your score restarts at zero points.



### High Scoring

Scoring depends on several different factors: Time, amount of gold pieces, number of cleared stages, degree of difficulty, and the ending of the game. The following are the keys to achieving the highest score possible:

- Finish in the shortest amount of time possible!
- Collect as much gold pieces as you can!
- Acquire all crucial Items and increase your level!
- Set the game on a higher degree of difficulty!
- Clear the game with no misses

Although finishing the game in the shortest time possible is important, don't be in such a rush that you fail to obtain crucial Items as you may get stuck later in the game.

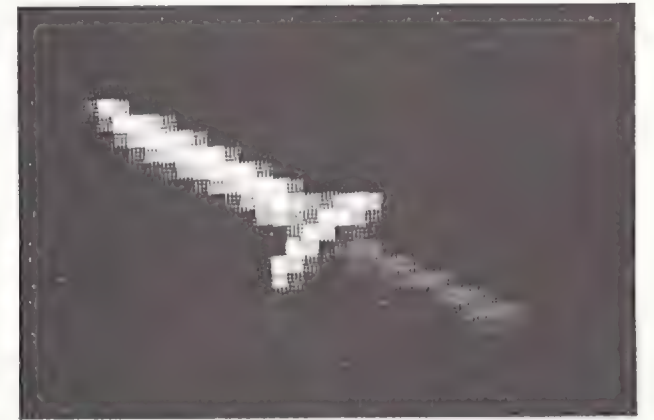


# ITEMS

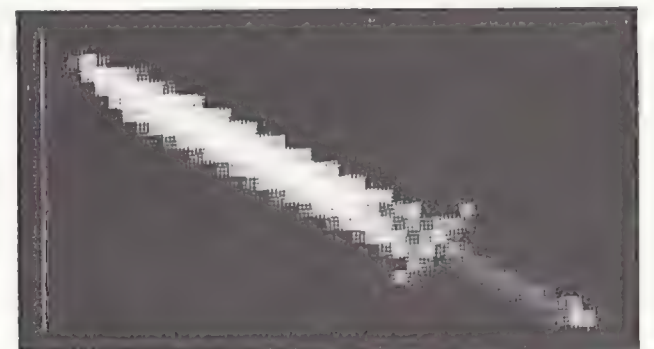
Here are a few of the Items you may find and their weight:

## Weapons

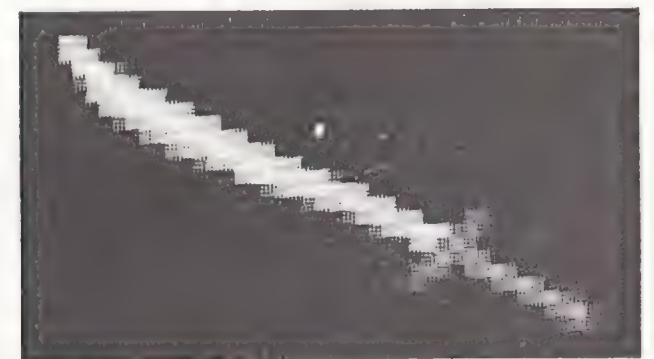
**Dagger / 0.5 kg** - A small sword that is easy to use and can be thrown. However, if it is cursed, you cannot throw it.



**Magic Sword / 1.0 kg** - An extremely light weight sword made from a magical metal. Depending on its magical powers, something may happen.



**Dark Sword / 3.0 kg** - A magical sword that relies on black magic. Using its owner's reasoning powers it can fire spheres of darkness.

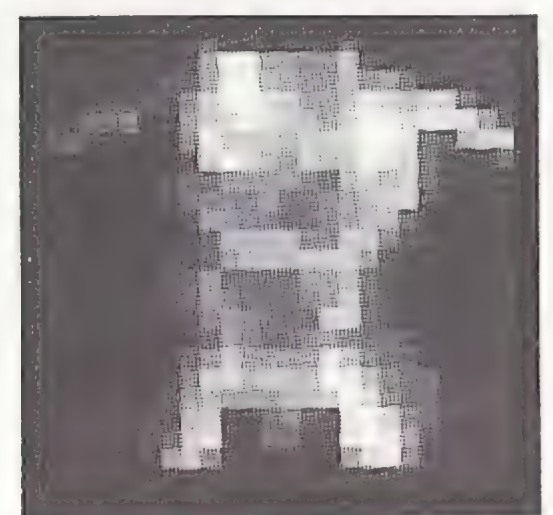


## Armor

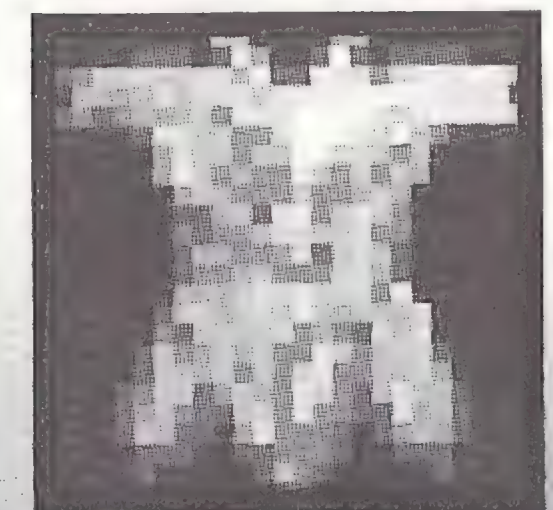
**Leather Armor/ 3.0 kg** - A very light weight suit with low protective power.



**Plate Armor / 4.5 kg** - Made from iron plates, this is a highly effective suit of armor. However, it is quite heavy so you must be strong to use it.



**Fairy Armor / 3.0 kg** - This phantom suit consists of the souls of fairies. It is extremely light weight and has extremely high protective powers.



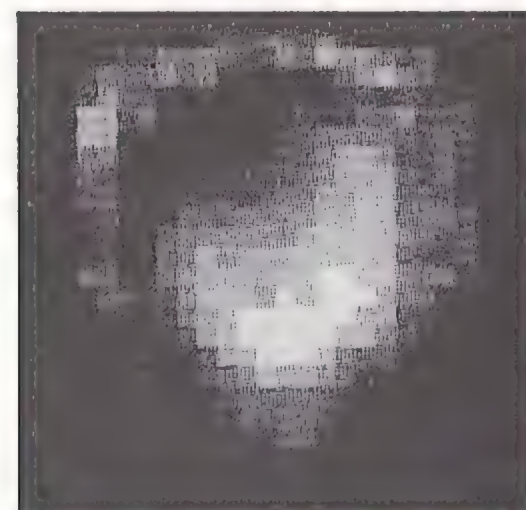


## Shields

**Shield / 1.0 kg** - An average shield that is very light weight and easy to use but has low protective power.



**Dragon Shield / 2.5 kg** - This shield was made from the scales of a dragon and is very strong against fire attacks.



**Dark Shield / 3.0 kg** - A shield containing black magic, it will spellbind its user.



## Rings

**Ring of Life / 0.1 kg** - This ring will restore your life and will dramatically increase your natural healing power.



**Ring of Power / 0.1 kg** - A magical ring that enables you to pick up normally heavy items with ease.



**Ring of Protection / 0.1 kg** - The magical powers of this ring will increase your defense level.





## OTHER USEFUL ITEMS

**Herb of Antidote / 0.1 kg** - This herb contains enzymes that speed up your body's metabolism. Use it to recover your HP.



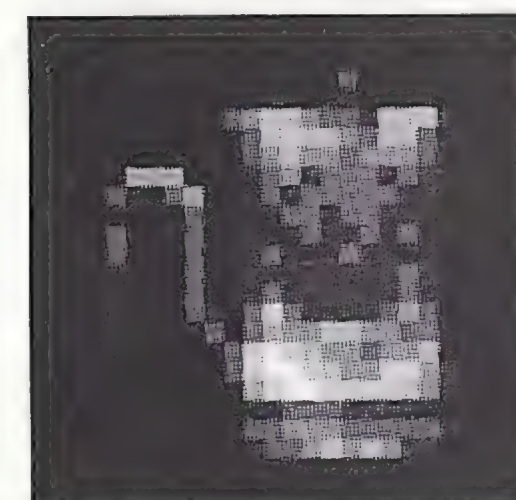
**Stamina Drink / 0.1 kg** - This potion contains herb extracts so it is considerably stronger than the Herb. Drink it to recover lost HP.



**Medicinal Herb / 0.1 kg** - Use this herb to neutralize the effects of poison. This herb will work on any kind of poison.



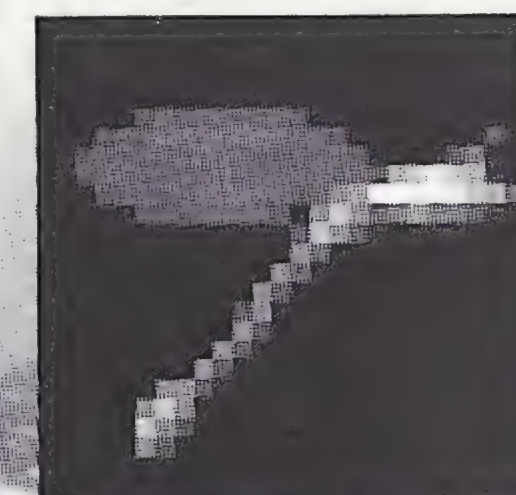
**Magic Lamp / 0.5 kg** - A magical lamp that burns coconut oil to light up the way.



**Scroll of Judgment / 0.1 kg** - A mysterious scroll that is said to contain the knowledge of many thieves. Use this scroll to look up any strange Items you may find.



**Spectacles of Truth / 0.1 kg** - These magic glasses will help you see the truth in things that may seem clouded.



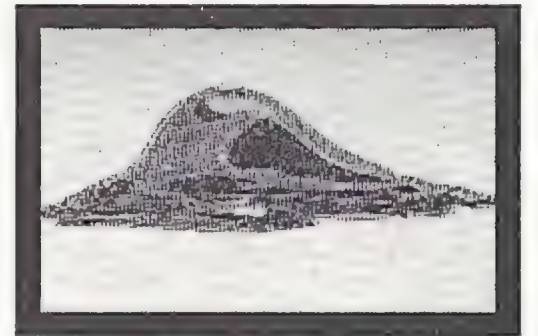


# INTRODUCTION TO MONSTERS

Below are some of the monsters you may encounter during your adventure.

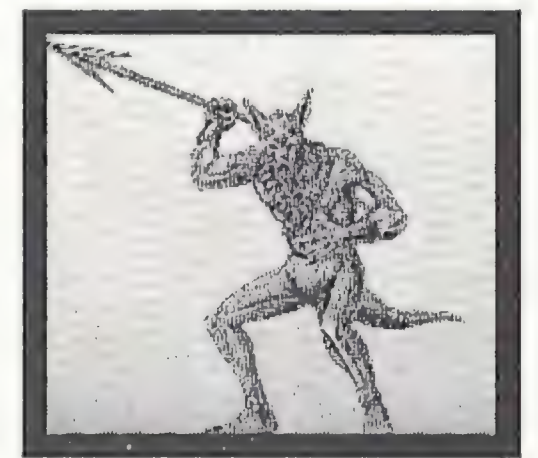
## Jelly

This creature will be one of the first monsters you will encounter. Its attack powers are relatively low so they aren't much of a threat to you.



## Kobold

These are small creatures that travel around in packs. Unless you come close, they rarely notice your presence.



## Roper

This monster is fairly strong with moderate attack powers. Their tentacles contain poison, so be on the alert!



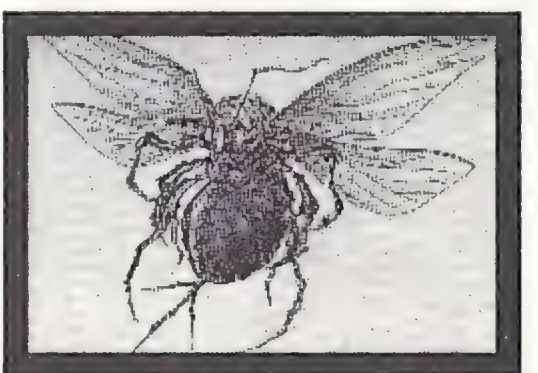
## Trent

These tree creatures hate humans. Try and stay away from them and they won't bother you.



## Wasp

Wasps have their nests high up in the trees. If you shake a tree with a nest in it, a group of Wasps will come down and attack you.



## Zombie

These disgusting creatures come crawling out of anywhere and use their rotting flesh as a weapon.





## STRATEGY GUIDE FOR BEGINNERS

Much of the fun in playing an RPG such as Virtual Hydlide is the quest and adventure in exploring new places and solving the puzzles required to complete a level. We have included this section in the manual to help you get through the first two sections of the game. Once you have played the game for a while and are familiar with the design, you will enjoy solving the puzzles on your own. If you keep trying, you will more than likely succeed in your quest. But if you are stuck and cannot get any further, please check below.



PLEASE, don't spoil the game for others; give them a fair chance to complete the game on their own. Enough said, here we go:



## FIRST QUEST - CEMETERY

This is the first place in your journey that you should explore. Follow the compass in the lower right hand corner of the screen. The blue line indicates which direction your arrow should point to reach the desired direction in Dream World. If you go in the right direction, you will arrive in the cemetery. Be sure to look around carefully so that you find all of the gold colored items. These items may be gold pieces, tools, weapons or magic scrolls that may help you on your journey. Also, be sure to explore the large tombstones by getting close to them and using the action (X) button. If you look carefully, you will find valuable items hidden inside these monuments to the dead. If you get tired battling your enemies, you can regain your strength by taking a brief rest. Be careful of being attacked by zombies while you are napping. Once you have finished exploring the cemetery, you are ready to do battle with the vampire. Inside one of the tombstones you will find a crucifix. Don't venture on until you get this valuable item.

## SECOND QUEST - THE VAMPIRE'S CASTLE

Completing this stage takes longer than your first quest. You should explore all the rooms in the castle to find more magical objects. Be careful, some of the objects may harm you. Using an unknown object may cause a curse to befall you. If you get lost or seem to keep exploring the same room, refer to the Map by pressing the Y Button. If you attempt to enter the vampire's lair, an unseen force will keep the door securely closed. Some of the rooms contain large, green globes. Use the action (X) Button to activate the globes. When activated, the globes will glow and slowly flash with an eerie green light. Once you activate all of the globes (they will flash quickly), you will be ready to battle the vampire (Boss character). Now when you attempt to enter the vampire's lair, the mysterious force will be gone and the door will open. You will need to use the crucifix you found in the cemetery in order to defeat this formidable opponent. Keep striking him with your sword to defeat him. Be sure to keep up your defenses and get ready for your next quest.



## ADDITIONAL ASSISTANCE

If you need more help a strategy guide is available for \$3.49 plus \$1.50 postage and handling (California residents must also pay the appropriate sales tax). A coupon to order the guide is included in this manual.

You may also contact Atlus Software, Inc. by any of the following methods to make comments, get help or ask about future products. But remember, we are very busy creating the next hot game for your enjoyment, so please be patient with us. If possible, please send your request via America On-Line or Internet E-mail.

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